

Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A method of conducting a wagering game, comprising:
conducting a selection game including
displaying a plurality of intermingled selectable objects superimposed over a setting in a first display image;
selecting one or more of the intermingled selectable objects;
revealing one or more ~~indicia~~ awards associated with the selected objects;
accumulating the awards in a credit meter;
after revealing the one or more awards, continuing to display the selected objects and their associated awards intermingled with the unselected selectable objects in the first display image; and
after completing the selection game, displaying a second display image distinct from the first display image that displayed the selected objects and their associated indicia intermingled with the unselected selectable objects, and the second display image replacing the first display image in whole or in part, the second display image presenting the selected objects and their associated awards ~~indicia~~ in a first group in a first region, the second display image presenting the unselected objects and their associated awards ~~indicia~~ in a second group in a second region separated from the first region, the first and second groups being segregated such that the objects previously intermingled in the first display image are no longer intermingled when in the respective first and second groups in the second display image, at least some of the objects being relocated from the first display image to new locations in the second display image are not intermingled.
2. (Original) The method of claim 1, wherein the step of displaying the plurality of selectable objects occurs in a bonus game.

3. (Original) The method of claim 1, wherein the step of displaying the plurality of selectable objects occurs in a basic game.
4. (Previously Presented) The method of claim 1, wherein said indicia associated with the selected objects is indicative of an award, an end bonus marker, or a trigger for another game feature.
5. (Original) The method of claim 1, wherein the step of revealing the one or more indicia includes revealing the indicia in proximity to the respective selected objects.
6. (Canceled)
7. (Previously Presented) The method of claim 1, wherein the second display image presents a total award based on the indicia associated with the selected objects.
- 8-9. (Canceled)
10. (Original) The method of claim 1, wherein the first display image and the second display image are presented on a common display.
11. (Original) The method of claim 1, wherein the first display image and the second display image are presented on different displays.
12. (Currently Amended) An apparatus for conducting a wagering game, comprising:
 - a value input device for receiving a wager from a player;
 - a display for presenting a plurality of intermingled selectable objects in a first display image; and
 - a controller operative to select one or more of the intermingled selectable objects;
 - reveal one or more ~~indicia~~ awards associated with the selected objects;
 - accumulate the awards in a credit meter;

after revealing the one or more awards, continue to display the selected objects and their associated awards intermingled with the unselected selectable objects in the first display image; and

display a second display image distinct from the first display image and that displayed the selected objects and their associated indicia intermingled with the unselected selectable objects, the second display image replacing the first display image in whole or in part, the second display image presenting the selected objects and their associated awards indicia in a first group in a first region, the second display image presenting the unselected objects and their associated awards indicia in a second group in a second region separated from the first region, the first and second groups being segregated such that the objects previously intermingled in the first display image are no longer intermingled when in the respective first and second groups in the second display image, at least some of the objects being relocated from the first display image to new locations in the second display image are not intermingled.

13. (Original) The apparatus of claim 12, wherein the display is operative to present the plurality of selectable objects during a bonus game.
14. (Original) The apparatus of claim 12, wherein the display is operative to present the plurality of selectable objects during a basic game.
15. (Original) The apparatus of claim 12, wherein the controller is operative to reveal the indicia in proximity to the respective selected objects.
16. (Canceled)
17. (Previously Presented) The apparatus of claim 12, wherein the second display image presents a total award based on the indicia associated with the selected objects.
- 18-19. (Canceled)

20. (Original) The apparatus of claim 12, wherein the second display image is presented on the display.

21. (Original) The apparatus of claim 12, wherein the second display image is presented on a second display.

22. (Currently Amended) A computer readable medium encoded with a program for implementing a method, said program for directing a device to perform the steps of:

conducting a selection game including displaying a plurality of intermingled selectable objects superimposed over a setting in a first display image;

selecting one or more of the intermingled selectable objects;

revealing one or more awards indicia associated with the selected objects;

accumulating the awards in a credit meter;

after revealing the one or more awards, continuing to display the selected objects and their associated awards intermingled with the unselected selectable objects in the first display image; and

after completing the selection game, displaying a second display image distinct from the first display image that displayed the selected objects and their associated indicia intermingled with the unselected selectable objects, and the second display image replacing the first display image in whole or in part, the second display image presenting the selected objects and their associated awards indicia in a first group in a first region, the second display image presenting the unselected objects and their associated awards indicia in a second group in a second region separated from the first region, the first and second groups being segregated such that the objects previously intermingled in the first display image are no longer intermingled when in the respective first and second groups in the second display image, at least some of the objects being relocated from the first display image to new locations in the second display image are not intermingled.

23. (Currently Amended) A method of conducting a wagering game, comprising:
- displaying a plurality of intermingled selectable objects in a first display image, each of the selectable objects having a respective location in the first display image;
 - selecting one or more of the intermingled selectable objects;
 - revealing one or more awards indicia associated with the selected objects in the first display image; and
 - revealing, in a second display image, one or more indicia associated with the selected objects in a first region, at least one of the indicia associated with the selected objects in the second display image being in a different location in the second display image than the respective location in the first display image of the same selectable object associated with the indicia and one or more indicia associated with the unselected objects of the selectable objects in a second region distinct from the first region, the location of at least one of the indicia associated with the unselected objects in the second display being in a different location than the location of the respective location of the same selectable object associated with the indicia associated with the unselected objects in the first display image.
24. (Currently Amended) A method of conducting a wagering game, comprising:
- displaying a first display image presenting a plurality of intermingled selectable objects;
 - selecting one or more of the intermingled selectable objects;
 - revealing one or more awards indicia associated with the selected objects; and
 - displaying a second display image distinct from the first display image and replacing the first display in whole or in part, the second display image presenting the one or more awards indicia associated with the selected objects in a first group in a first region and one or more awards indicia associated with the unselected objects of the selectable objects in a second group in a second region distinct from the first region, the first and second groups being segregated such that the objects in the respective first and second groups intermingled in the first display image are not intermingled in the second display image.